

<div>TROOP ORDER: _____</div> <div>Roll:</div> <div>PCI: (PEN,PAPER, MAP, GRAPHICS)</div> <div>ORIENT TO MAP: N,S,E,W, 1 or 2 major terrain features each</div> <div>HOLD ALL QUESTIONS TILL END</div> <div>TIME CHECK.</div>	TIMELINE
	RECEIVE SQD WARNO _____
	TERRAIN/THREAT/ MISSION ANALYSIS _____
	ISSUE WARNO #1 _____
	LEADERS RECON _____
	RECEIVE TF ORDER _____
	ISSUE WARNO # 2 _____
	COMPLETE PLAN _____
	OPORD/BACKBRF _____
	REHEARSAL _____
	PCI/PCC _____
	STAND TO _____
	BEGIN MOVE _____
LD/DNLT	

TASK ORGANIZATION

<div>MPCO A</div>	<div>MIB N</div>	<div><input type="checkbox"/>ONE ECH, w/ RSV <input type="checkbox"/>ONE ECH, no RSV <input type="checkbox"/>TWO ECH, no RSV <input type="checkbox"/></div>	<div>MIC</div>	<div><input type="checkbox"/>ONE ECH <input type="checkbox"/>TWO ECH, w/ RSV <input type="checkbox"/>TWO ECH, no RSV <input type="checkbox"/></div>	<div>RSVS</div>	<div><input type="checkbox"/>MIBR CAR _____ <input type="checkbox"/>MIBR AT _____ <input type="checkbox"/>MIBN CAR _____ <input type="checkbox"/>MIBN AT _____</div>
OBSERVATION. CSOP: COMPOSITION: _____						
<div>INDIRECT (CHEM) FASCAM</div> <div>PH I FIRES:</div> <div>PH II FIRES:</div> <div>PH III FIRES:</div> <div>PH IV FIRES:</div>						
DIRECT						

<div>MPCO A</div>	<div>RESERVES.</div>	<div>TRIGGER:</div>	<div>TIME TO OBJECTIVE:</div>
		<div>TRIGGER:</div>	<div>TIME TO OBJECTIVE:</div>
OBSTACLES (MOD, BRCH assets, FASCAM)			
AIR (FIX, ASSLT HELO, ATK HELO)			
MOST DAN COA:			
<div>FF</div> <div>DIV MISSION & INTENT</div> <div>SQD MISSION & INTENT</div> <div>SQD CONCEPT</div>			

FF		
①	②	③
④	⑤	
CS in SPT of SQD		
ATTACH/DETACH:		
II. MISSION		
WHO - WHAT - WHEN - WHERE - WHY		
III. EXECUTION		
PURPOSE:		
INTENT		
	ENDSTAT	
	E:	
	KEY	
	TASKS:	

SKETCH	NARRATIVE	CONCEPT OF THE OP	II I
DECISIVE POINT		BE PREPARED	
MAIN EFFORT		ON ORDER	
SUPPORTING EFFORT			
MISSION/TASK/PURPOSE			
FORMATION			
MOVEMENT TECHNIQUE			
ENDSTATE			

<div>III</div> <div>SCHEME OF MANEUVER</div>		THIS IS A _____ PHASE OPERATION	
PHASE I: PHASE II: PHASE III: PHASE IV:			
SKETCH		NARRATIVE	
ORDER OF MOVEMENT MOVEMENT TECHNIQUE FORMATION SPEED DISTANCE TIME TASK/PURPOSE ORIENTATION TRIGGERS		TARGETS ENEMY ACT PLT PLT PLT PLT XO FST ATTCH MTRS CBT TRNS	

<div>III</div> <div>SCHEME OF MANEUVER</div>		NARRATIVE	
SKETCH		PHASE II	
TARGETS PLT PLT PLT PLT XO FST ATTCH CBT TRNS MTRS		ENEMY ACT	

III SCHEME OF MANEUVER

SKETCH

NARRATIVE

PHASE III

TARGETS

ENEMY ACT

___ PLT

___ PLT

___ PLT

___ PLT

XO

FST

ATTCH

CBT TRNS

MTRS

III SCHEME OF MANEUVER

SKETCH

NARRATIVE

PHASE IV

TARGETS

ENEMY ACT

___ PLT

___ PLT

___ PLT

___ PLT

XO

FST

ATTCH

CBT TRNS

MTRS

III SCHEME OF FIRES

PHASE I

PHASE II

PHASE III

PHASE IV

PURPOSE:

POF:

TARGET	GRID	NAI	OBS	ALT OBS	F/M	PURPOSE	TRIGGER	PHASE		

EXECUTION MATRIX. (TASK/PURPOSE)

TIME/LIGHT				
UNIT	PHASE I	PHASE II	PHASE III	PHASE IV
TRP				
1ST				
2ND				
3RD				
4TH				
MOR				
FIST				
TRAINS				

III TASKS TO SUBORDINATES

(DEF,LD,MISSION,TASK,PURPOSE,ATTACK/DEFEND/SBF/OCCUPY/RESERVE)

1ST	
2ND	
3RD	
4TH	
MORT	
FIST	
CMBT TRN	

III COORDINATING INSTRUCTIONS

<ul style="list-style-type: none"> • BORESIGHT: Times _____ Place _____ • MRS every _____ Hours, AIR / BARO update avail every _____ Hours • ADA Status _____ / _____ • MOPP _____ Automasking _____ • REHEARSAL CONCENTRATION • Troop Safety • Review Timeline. • FPOL/RPOL Coordination and Information • BYPASS CRITERIA • ENGAGEMENT CRITERIA: 	B / P MISSIONS & INSTRUCTIONS
FIRE DISTRIBUTION.	CCIR
ACTIONS ON CONTACT. DIRECT: INDIRECT: OBSTACLES: NBC: AIR VISUAL: EW:	

IV. SERVICE SUPPORT

ATTENTION CYCLE:

CLS III / CLS V / MAINT /
MEDICAL

LOGPAC Plan:

PRESTOCK / CACHE Plan:

ELEMENT	Before	Phase I	Phase II	Phase III	Phase IV	After
ACT LRP						
CTCP						
UMCP						
Alt MCP						
FAS						
MAS						
CCP						
Dcn I/U						

V. COMMAND & SIGNAL

COMMAND:

Location SQD CMD Elements: CDR _____ S-3

TOC _____ CTCP

Location CO _____ then _____ then

Location XO _____ then _____ then

Succession of CO CMD

SIGNAL:

SOI Index : _____ Listening Silence:

Emergency and Special signals:

